

In the Specification:

Please replace the “Cross Reference To Related Applications” located at page 1, lines 5 to 25 with the following:

Cross Reference to Related Applications:

The following copending applications, assigned to the assignee of the present invention, contain common disclosure and are incorporated herein by reference in their entireties:

“High Speed Software Driven Emulator Comprised of a Plurality of Emulation Processors with an Improved Maintenance Bus that Streams Data at High Speed,” Serial No. 09/656,147, filed September 6, 2000, (Attorney Docket No. POU9-2000-0046-US1).

“High Speed Software Driven Emulator Comprised of a Plurality of Emulation Processors with a Method to Allow High Speed Bulk Read/Write Operation Synchronous DRAM While Refreshing the Memory,” Serial No. 09/656,541, filed September 6, 2000, (Attorney Docket No. POU9-2000-0047-US1).

“High Speed Software Driven Emulator Comprised of a Plurality of Emulation Processors with a Method to Allow Memory Read/Writes Without Interrupting the Emulation,” Serial No. 09/656,596, filed September 6, 2000, (Attorney Docket No. POU9-2000-0048-US1).

“High Speed Software Driven Emulator Comprised of a Plurality of Emulation Processors with Improved Multiplexed Data Memory,” Serial No. 09/656,146, filed September 6, 2000, (Attorney Docket No. POU9-1999-0183-US1).

Please replace the paragraph beginning at page 5, line 5 with the following amended paragraph:

A bus connected to the processor output multiplexers enables an output from any emulation processor to be transferred to an input of any other of the emulation processors. As explained in the copending application serial number 10/373,125, now US Patent No. 6,618,698, clusters of processors are advantageously interconnected as an emulation engine such that the setup and storing of results is done in parallel, while the output of one evaluation unit is made available as the input of the next evaluation unit. For this purpose, processors share input and data stacks, and have a set of ‘cascade’ connections which provides access to the intermediate values. By tapping ‘intermediate’ values from one processor, and feeding them to the next, significant emulation speedup is achieved.